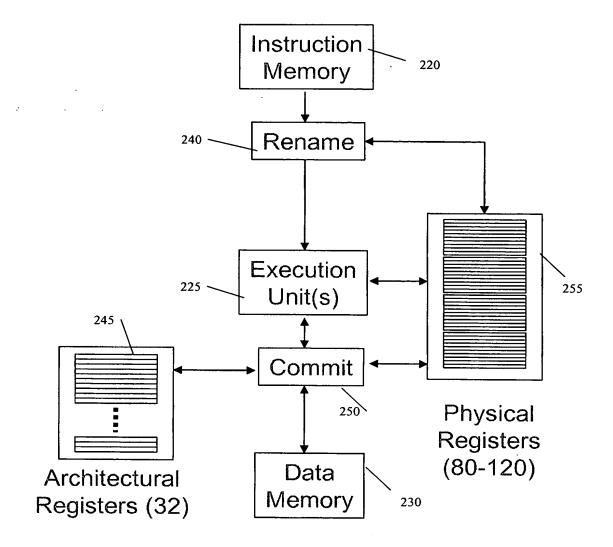


Prior Art



Prior Art

```
Load R1 = A
Load R2 = B
; Use R1
......; ran out of registers
Spill R1 back to location A
Load R1 = C
R2 = R2 + R1; B=B+C
......
Spill R1 to location C
Load R1 = A
R2 = R2 * R1; B=B*A
.......
```

Fig. 4

```
; nameLev R1, 0 is implicit
.......

Load R1 = A ; first instance of R1
Load R2 = B
; use R1
......
; ran out of registers
nameLev R1,1 ; R1 means "second instance" of R1
Load R1 = C ; second instance of R1
R2 = R2 + R1; second instance of R1
......
nameLev R1, 0 ; R1 means "first instance" of R1
R2 = R2 * R1; first instance of R1
.......
```

Fig. 5

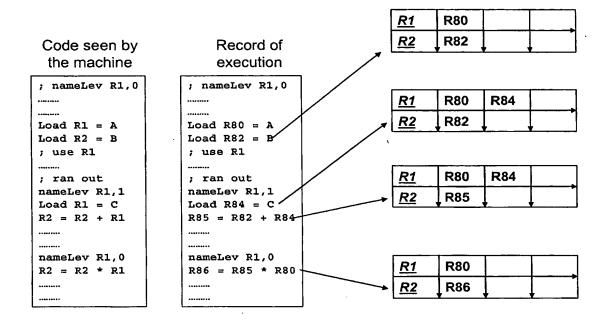


Fig. 6

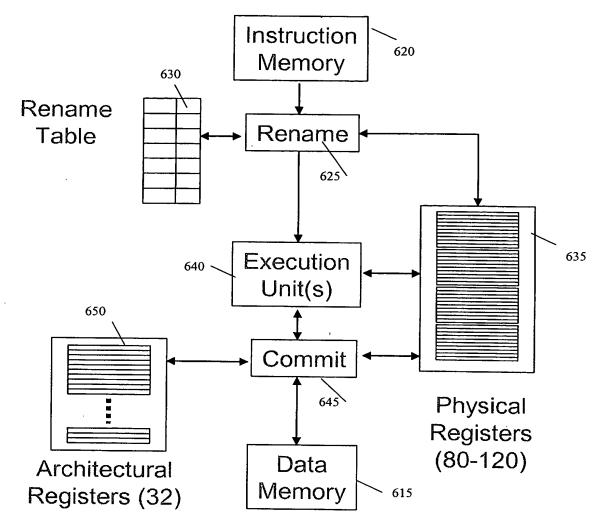


Fig. 7

